

-describe your overall approach to implementing the game:

We worked separately by deviding the work into three parts and created the class structures first. However, we do not have the experience for making a game.

We tried to watch the tutorials, review the lecture notes, and learn some knowledege and algorithm from other games.

We tried to use the branch to merge our codes,and changing and modifying the codes to aviod merge conflict.

Pushes, commits and pulles also make the whole process simple and fase.

To help us understand the codes with each other, we have written doc comments.

After completing the implementations, we run the game avoid errors.

-state and justify the adjustments and modifications to the initial design of the project:

We remaked the UML diagrams becasue lack of a member before we did the phrase2 project. Please see the new UML in page2 if you want.

Specifically, we changed the class name main\_character to demon.

We changed the class name enemy to enemies.

We changed the class name character to gameObj.

We changed the class name game\_timer to Time.

We changed the class name game\_manger to GameManager.

We changed the class name B\_reward to BonusReward.

We changed the class name Reward\_or\_trap to Trap.

We added class RegularReward, class Main, class Wall, class pathfinder,class door and deleted some classes like map class, R\_T\_Type class, etc..

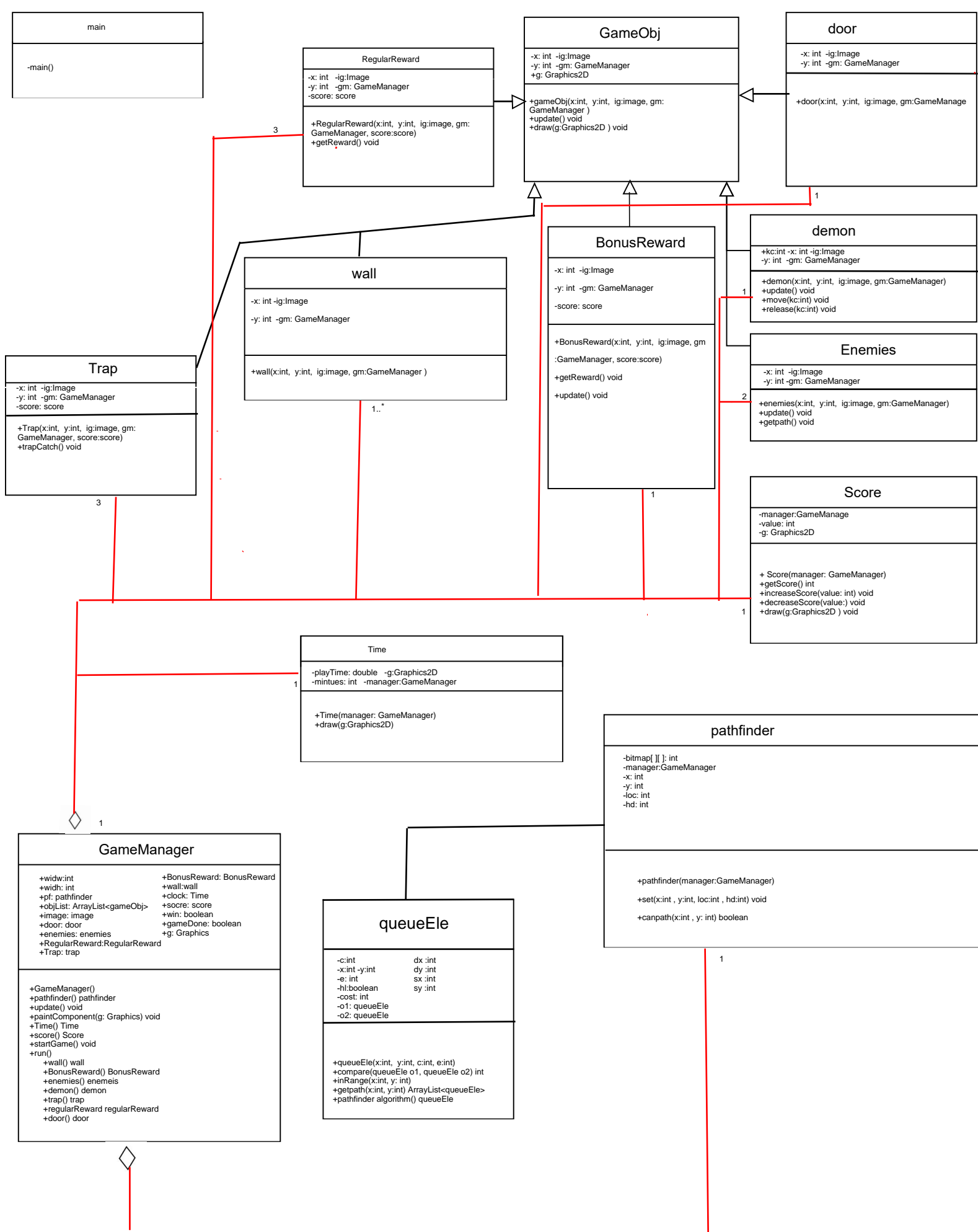
We builded new relationships between classes using Generalization, Association and Aggregation.

Then we add some UI classes based on UML during the project:

CreditFrame

EndFrame

MenuFrame



- explain the management process of this phase and the division of roles and responsibilities,
- list external libraries you used, for instance for the GUI and briefly justify the reason(s) for choosing the libraries,
- describe the measures you took to enhance the quality of your code,
- and discuss the biggest challenges you faced during this phase.

